

ABSTRACT

An object-based interactive multimedia contents authoring apparatus and method treats each body existing in video, audio and static images as one object to provide various editing/authoring functions for object-based interactive multimedia contents, to re-edit edited/authored results, and to execute interactive manipulation on an object basis to thereby edit user interactivity. For the purpose, the apparatus includes a user interfacing unit for providing an interface to edit object-based interactive multimedia contents by using a multimedia information editing and authoring tool, an editorial information processing unit for converting the multimedia contents supplied from the user interfacing unit to the form applicable to an object-based internal material structure, storing the converted contents, and changing the form of the interactive multimedia contents information stored as the internal material structure to the file form, and a media coding and decoding unit for encoding and decoding the interactive multimedia contents information.